Chapter 135: The Colossal Guardians of Art and Defense

To further emphasize their unmatched power and artistic mastery, the Divine Triad created enormous statue-golems, each a fusion of awe-inspiring artistry and formidable defense mechanisms. These creations not only adorned the castles of the Divine Triad but also served as sentinels, protecting the citadels against any potential threat.

Creation and Purpose

The statue-golems were designed with dual purposes in mind:

1. Artistic Legacy: Each golem was a masterpiece, carved to embody the essence and ideals of its creator. They stood as eternal monuments to the Divine Triad's creativity and power.

2. Unyielding Defense: While beautiful, the golems were also equipped with advanced mechanisms and divine enchantments, making them nearly indestructible guardians.

Golems of Absolute Castle

Material: Forged from celestial stone and imbued with light, these golems shone with a golden radiance.

Appearance: Each statue depicted angelic figures with six radiant wings, holding weapons of light. Their serene expressions exuded peace but hid their immense power.

Abilities: The golems could unleash beams of concentrated light capable of vaporizing armies, create barriers of divine energy, and summon smaller constructs for support.

Golems of Umbra Citadel

Material: Sculpted from obsidian blackstone, reinforced with shadows and black mana.

Appearance: The golems resembled shadowy knights and beasts, their forms sleek and ominous. Some carried massive swords or shields, while others bore terrifying claws and wings.

Abilities: These golems could blend into shadows, launch waves of dark energy, and summon shadow soldiers to overwhelm enemies.

Golems of Eternis Draconis

Material: Forged from molten magma, cooled into fiery red and gold stone, with cores of eternal flame.

Appearance: These golems took the form of dragons and mythical beasts, their eyes glowing with fiery intensity. Flames flickered across their bodies, and their forms radiated heat.

Abilities: The golems could breathe streams of molten fire, cause localized eruptions, and summon fiery avatars to defend the castle.

Strategic Placement

Each castle housed a total of twelve statue-golems, distributed to ensure optimal defense:

1. Four Colossal Guardians: Positioned at the castle's exterior, these towering figures acted as the first line of defense, visible from miles away.

2. Four Grand Sentinels: Stationed within the castle walls, guarding vital chambers and pathways.

3. Four Inner Guardians: Positioned near the Divine Triad’s thrones, protecting the most sacred and strategic locations.

Sentient Artisanship

The statue-golems were not mindless automatons. Each was imbued with a fragment of divine consciousness, granting them the ability to adapt and strategize during combat. While loyal to their creators, the golems displayed independent decision-making, ensuring they could counter even the most unpredictable threats.

The Legacy of the Statue-Golems

The colossal golems stood as eternal reminders of the Divine Triad’s dominion and brilliance. Whether admired as works of art or feared as unyielding defenders, they served their dual roles perfectly, embodying the harmony between creation and destruction.

Visitors to the castles could not help but marvel at the intricate craftsmanship and overwhelming power these statues represented, further solidifying the Divine Triad’s unparalleled legacy.